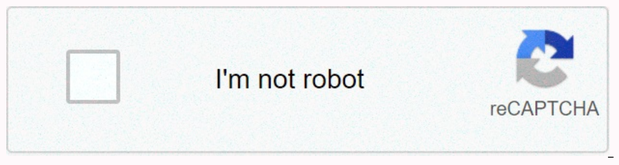

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Visual perception art definition

The ability to interpret the environment using light in the visible vision and vision spectrum to reroute here. For other uses, see Vision (disambiguation) and vision (song). This article needs additional verification quotes. Please help improve this article by adding citations to trusted sources. You can challenge and remove material that is not sourced. Find Sources: Visual Perception – News · Newspapers · Books · Scholar · JSTOR (March 2014) (Learn how and when to remove this template message) Part of a series on psyology describes history subfields basic behavioral genetics abnormal biological cognitive/cognitive comparative intercultural developmental history experimental mathematical neuropsychology positive quantitative social applied psychology applied behavioral analysis clinical community consumer counseling Educational Critical Environmental Organizations Legal Humanistic Health Industrial and Military Legal Organization Military Music Occupational Health School of Political Religion Sports Movement Disciplines Organizations Psychological Psychotherapy Publications Research Methods Theories Timeline Topics Psychology Portalvte Visual Perception is the ability to interpret the environment using light on a spectrum visible by the objects in the environment. This differs from visual acuity, which refers to how one sees clearly (e.g. vision 20/20). A person can have problems with visual perceptual processing even if he has a 20/20 vision. The resulting perception is also known as visual perception, vision, vision, or vision (adjective form: visual, optical, or viewfind). The various physiological components involved in vision are collectively referred to as the visual system, and are the focus of extensive research in linguistics, psychology, cognitive science, neuroscience, and molecular biology, collectively referred to as visionary science. The visual system is a major value: a visual system in humans and several other mammals, light enters the eye through the cornea and is focused by the lens to the retina, a light-sensitive membrane at the back of the eye. The retit is used by a converter to convert light into neural pings. This intransurgen is achieved by the special photoceptive cells of the retara, also called rods and cones, which detect the photons of light and react by producing nerve impulses. These signals are transmitted by the optic nerve, from the upstream retit to central genaglia in the brain. The nitrate giniculate nucleus, which transmits the information to the visual cortex. Signals from the licence also range directly from the licence to excellent velliculus. The geniculate nucleus for the sends signals to the primary visual cortex, also called the thyroid cortex. Cerebral cortex, too. The visual association cortex is a group of cortical structures that receive information from the cerebral cortex as well as each other. The latest descriptions of the visual association corteal describe a division into two functional pathways, a gahon orbit and a back track. This hypothesis is known as the two-stream hypothesis. The human visual system is generally believed to be sensitive to visible light within range of wavelengths between 370 and 730 nm (0.00000037 to 0.00000073 meters) of the electromagnetic spectrum. [2] However, some studies show that humans can catch light at wavelengths up to 340 nm (UV-A), especially the youngest. [3] Research has also seen: hypothesis of two currents The main problem with visual perception is that what people see is not just a translation of retical stimuli (i.e., the image on the retit). That's why people interested in perception have long struggled to explain what visual processing does to create what actually seems to be. Early studies of visual back current (green) and geconian (purple) current are shown. Much of the human cortex is involved in vision. There were two large ancient Greek schools, providing a primitive explanation of how the vision works. The first was the emission theory of vision, which claimed that vision occurs when rays drive out of the eyes and are intercepted by visual objects. If an object is seen directly it was using 'using rays' coming out of the eyes and again falling on the object. A breaking image, however, was also seen using horns, which came out of the eyes, crossed in the air and after refractive fell on the visible object, which was observed as a result of the movement of the rays from the eye. This theory was reinforced by scholars who were proponents of Euclid's optics and Ptolemy's optics. The second school supported an approach called from inside the entrance, which sees vision as the right vision to enter the eyes representing the object. With its main releases Aristotle (De Sensu),[4] Galen (De Usu Partium Corporis Humani) and their followers,[4] this theory seems to have some connection with modern theories of what vision really is, but it remains only speculation lacking any experimental basis. (In 18th-century England, Isaac Newton, John Locke and others carried the theory of vision forward by insisting that the vision involves a process in which rays — composed of actual material objects — were imported from objects seen and entered the brain/sensorium of the scion through the aperture of the eye.) [5] The two schools of thought relied on the principle that, as is known only by doing so, and therefore the idea that the eye consisted of some kind of internal fire, which interacted with the external fire of visible light and made vision possible. Plato makes this claim in his timaus dialogue (45b and 46b), as well as Empedocles (as By his Aristotle Bede Sanso, DK frag. B17). [4] Leonardo da Vinci: The eye has a central line and everything that comes to the eye through this central line can be clearly seen. Al-Eisen (c. 965-1040) conducted numerous investigations and experiments in visual perception, expanded Ptolemy's work on binocular vision, and commented on Gallen's anatomical works. [6] [7] He was the first person to explain that vision occurs when light jumps on an object and then is directed into the person's eyes. Leonardo da Vinci (1452-1519) is believed to be the first to identify the eye's special optical properties. He wrote the function of the human eye... Described by a large number of writers in a certain way. But I found it completely different. His main experimental finding was that there was only clear and clear vision in the line of sight - the optical line that ends in foa. Although he literally didn't use those words, he's actually the father of the modern distinction between butterfly vision. [9] Isaac Newton (1642-1726/27) was the first to discover through experiments, by isolating individual colors of the light spectrum that passes through a prism, that the visually perceived color of objects appeared due to the nature of the light the objects reflected, and that these divided colors could not be changed to any other color, which was contrary to today's scientific expectation. [2] Unconscious conclusion of the main article: Unconscious conclusion Herman von Helmholtz is often credited with the first modern study of visual perception. Helmholtz examined the human eye and concluded that it was incapable of producing a high-quality image. Insufficient information seems to make vision impossible. That's why he concluded that vision could only be the result of some kind of unconscious conclusion, coining that term in 1867. He suggested that the brain make assumptions and conclusions from incomplete data, based on previous experiences. [10] Conclusion requires previous experience of the world. Examples of well-known assumptions, based on visual experience, are: light coming from above objects are generally not viewed from below with visible (and familiar) faces upright. [11] Closer objects can block the display of more distant objects, but not the other way around characters (i.e., foreground objects) tend to be the boundaries of the research qualency of visual illusions (cases when the process of incitement goes wrong) has yielded great insight into the kind of assumptions the visual system makes. Another type of unconscious conclusion hypothesis (based on probabilities) has recently been revived in so-called Bayesian studies of visual perception. [12] Advocates of this approach consider that the visual system makes some kind of Byzantian conclusion to derive perception from sensory data. However, it is unclear how this view is supported In principle, the relevant probabilities required by the Bayesian equation. Models based on this idea were used to describe various visual perceptual functions, such as movement perception, depth perception, and land-image perception. [13] [14] The entirely empirical theory of perception is a more related and new approach that rationalizes visual perception without explicitly invoking Byzantian formalism. Gestalt theory in the main article: Gestalt psychologists who worked mainly in the 1930s and 1940s raised many of the research questions studied by vision scientists today. [15] Gestalt's organization's laws guided research into how people perceive visual components as organized or complete, instead of many different parts. Gestalt is a German word that is partially translated into a configuration or pattern along with an intseumous or demanding structure. According to this theory, there are eight main factors that determine how the visual system automatically determines elements for patterns: proximity, imagination, closure, symmetry, common destiny (i.e. common movement), continuity, as well as good gestalt (normal, simple and orderly pattern) and past experience. Eye movement analysis See also: First movement eye movement 2 seconds (Yarbus, 1967) During the 1960s, technical development enabled continuous registration of eye movement during reading,[16] In viewing the image,[17] and later, in solving visual problems,[18] and when headphone cameras became available, even while driving. [19] The image on the right shows what might happen during the first two seconds of visual inspection. While the background is out of focus, representing peripheral vision, the first eye movement goes to the man's boots (just because they are very close to the initial fixation and have a reasonable contrast). The next fixation to jump face-to-face. They might even allow facial comparisons. It can be concluded that the symbol face is a very attractive search symbol within the peripheral field of vision. The webbar vision adds detailed information to the peripheral first impression. It can also be noted that there are different types of eye movements: fixed eye movements (microsaccades, ocular drift, and tremor), vergence movements, scuddy movements and chase movements. Fixation is static points when compared to where the eye rests. However, the eye is never entirely yet, but Tom Look will drift. These erosions are repaired in turn by microsaccades, eye movements and a very small fixation. Vargens' movements involve the cooperation of both eyes to allow the image to fall on the same area of both rets. The result is one targeted image. Sedic movements are the type of eye movement that makes leaps from one position to another and is quickly used for a particular scan Finally, the pursuit movement is a smooth eye movement and is used to track objects in motion. [20] Facial and bone recognition there is significant evidence that facial and bone recognition are achieved by separate systems. For example, prosopagnostic patients show facial deficits, but not object processing, while object agnostic patients (primarily, patient C.K.) show deficits in object processing with frugal facial processing. [21] Behaviorally, it has been shown that faces, but not objects, are subject to reversal effects, leading to their claim that the face is special. [21] [22] Later on, sad face processing recruits various neural systems. [23] Some argue that the human brain's apparent specialization in facial processing does not reflect true field specificity, but rather a more general process of expert-level discrimination within a given type of stimulus,[24] although this latest claim is a subject of significant debate. Using fMRI and electrophysiology Doris Tsao and colleagues described brain regions as a mechanism for facial recognition in Mackey monkeys. The sedition cortex plays a key role in the task of recognizing and differentiation of different objects. Research by MIT shows that IT corte fun subset regions are responsible for different objects. By selectively shutting down the neural activity of many small areas of the cerebral cortex, the animal is unable to intermittently distinguish between certain pairs of certain objects. This indicates that the IT corteps are divided into areas that respond to different visual features. Similarly, repairs and certain areas of the cerebral cortex are more involved in facial recognition than identifying other objects. Some studies tend to show that instead of the uniform global image, some features and certain areas of interest of the objects are key elements when the brain needs to identify an object in an image. [27] [28] In this way, human vision is vulnerable to certain small changes in the image, such as disrupting the edges of the object, changing texture or any small changes in an essential area of the image. [29] Studies of people whose view was restored after long blindness reveal that they cannot necessarily identify objects and faces (as opposed to color, movement, and simple geometric shapes). Some speculate that being blind during childhood prevents any part of the visual system needed for these high-level tasks to develop properly. [30] The general belief that a critical period lasting until age 5 or 6 was challenged by a 2007 study that found that older patients could improve these abilities with years of exposure. In the 1970s, David Marr developed a multi-governmental vision theory that erred the visual process with varying levels of abstraction. In To focus on understanding specific vision problems, he identified three levels of analysis: computational levels, algorithms, and applications. Many visual scientists, including Tommaso Fujio, have adopted these levels of analysis and used them to further characterize vision from a computational perspective. [32] The computational level addresses, with a high degree of abstraction, problems that the visual system must overcome. The algorithmic level attempts to identify the strategy that may be used to resolve these issues. Finally, the application level attempts to explain how solutions to these problems are realized in neural circuits. Marr suggested that vision could be investigated at each of these levels independently. Marr described the vision as continuing from a two-dimensional visual array (on the retit) to a three-dimensional depiction of the world as output. His stages of vision include: a 2D or initial sketch of the scene, based on extracting a feature of basic elements of the scene, including edges, areas, etc. Note the similarities in the concept to a pencil sketch quickly painted by an artist as an impression. Sketch 2 1,2 D of the scene, where textures are familiar, etc. Note the similarities in the concept to the stage in a painting where an artist emphasizes or shades areas of a scene, to provide depth. A 3D model, where the scene imagines a continuous 3D map. Marr's 2-1-2D skit assumes that a depth map is built, and this map is the basis for the perception of a three-d-t-t-s-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-t-however, both stereoscopic and historical perceptions, as well as the monokular viewing, make it clear that the perception of a previous 3-D shape, and does not rely on the perception of the depth of the dots. It is unclear how an initial depth map can be built, in principle, and how it will address the question of organization or grouping. The role of perceptual organizing constraints, ignored by Marr, in producing 3D shape perceptions from 3D objects claimed by binoculars has been empirically proven in the case of 3D wire objects, for example[34][needing a full quote] for a more detailed discussion, see Pizzlo (2008). [35] A newer, alternative framework suggests that the vision is composed instead of the following three steps: coding, selecting, and decoding. [36] Encoding is to sample and represent visual inputs (for example, to represent visual inputs as retine neural activities). Selecting, or selecting attention, is to select a fraction of input information for further processing, for example, by shifting a look to an object or visual position to better process the visual signals in that location. Decryption is to infer or recognize the selected input signals, for example, to identify the object in the center of the gaze as someone's face. In this framework[37], attention Begins with the primary visual cortex along the visual pathway, and attention constraints impose a dichotomy between the central and peripheral visual fields for visual identification or decoding. Transdocchia visual translation is the process that through energy from environmental stimuli is converted into neural activity. The retit contains three different cell layers: an orkthor layer, a bipolar cell layer, and a layer of a ganglion cell. The photo-wand layer in which the transmutation occurs is the furthest from the lens. It contains photo-skeptics with different sensitivities called rods and cones. The cones are responsible for the perception of color and are of three different types marked in red, green and blue. Rods, responsible for catching objects in low light. [38] Photoreceptors contain a special chemical called photopigment, inlaid with the membrane of the lama; One human rod contains about 10 million of them. Photopigment molecules consist of two parts: opsin (protein) and vertina (fats). [39] There are 3 specific photopigments (each with its wavelength sensitivity) that react across the spectrum of visible light. When the appropriate wavelengths (those to which the specific photofigment is sensitive) damage the photoreceptic, the pigment splits in two, sending a message to the bipolar cell layer, which in turn sends a message to the ganglion cells, the axons from which form the optic nerve and transmit the information to the brain. If a particular type of lettuce is missing or abnormal, due to a genetic abnormality, a lack of color vision, sometimes called color blindness, will occur. [40] Transmutation of the adversary process includes chemical messages sent from the futorstors to the bipolar cells to the ganglion cells. Several photoscastics may send their information to one ganglion cell. There are two types of ganglion cells: red / green and yellow / blue. These neurons constantly shoot – even when not stimulated. The brain interprets different colors (and with a lot of information, image) when the firing rate of these neurons changes. Red light stimulates the red cone, which in turn stimulates the red/green ganglion cell. Green light also stimulates the green cone, which stimulates the green/red ganglion cell and blue light stimulates the blue cone that stimulates the blue/yellow ganglion cell. The firing rate of the ganglion cells increases when it is signaled by one crannies and a (delayed) drop when signaled by the other. The first color in the name of the ganglion cell is the color that excites it, and the second is the color that inhibits it. That is: a red cone would excite the red/green ganglion cell and the green cone would inhibit the red/green ganglion cell. It's an adversary's process. If the shooting rate is red/green The cell grew, the brain would know that the light would be red, if the rate was down, the brain would know that the color of the light would be green. [40] Artificial visual perception theories and observations of visual perception were the primary source of computer vision (also known as machine vision, or computational vision). Special hardware structures and software algorithms provide machines with the ability to interpret the images coming from a camera or sensor. See also Color Vision ComputerIzed Vision Depth Perception Phenomenon Anatomical Gestalt Psychology Pressed Eye Non-Machine Vision Motion Perception Interpretation Multisensory Integration (Philosophy) Spatial Frequency Visual Illusion Visual Processing Visual Impairments Visual System Vision or Achromatopsia Achromatopsia Akintopsia Apperceptive Visual Association Color Blindness Syntax Hallucination Disorder Persistent Perception Palinopsy Prosopagnosia Breaking Error Reconstruction From Blindness To Scottish Sensitivity To Visual Sensitivity Syndrome Visual Agnosia Associated With Cognitive Disciplines Neuroscience Neuroscience And Neuroscience Optophysics Reference Psychophysics (2013). 6. Physiology of Behavior (11 ed.). Upper Saddle River, New Jersey, USA: Pearson Education pp. 187-189. ^^ In 2008, the company's 2008 program was held. Vision and Art: The Biology of Vision. Uploaded, David H. New York: Abrams. ^^ OCLC 192082768. 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